

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game apparatus, having ~~connected~~ electronically coupled thereto an operation mechanism ~~[[with]]~~ which a player ~~operates~~ manipulates to control a particular game character, the game apparatus outputting to a display a game screen containing one or more game characters, at least one of which ~~are operable with~~ is controllable using the operation mechanism, comprising:

at least one map storage memory location for storing map data ~~based on which~~ used to display a game space;

at least one character storage memory location for storing game character data of at least a first character and a second character different from the first character, said first and second character being separately controllable using the operation mechanism ~~which are operable by~~ players;

~~[[an]]~~ operation ~~detecting mechanism for detecting~~ detection programmed logic circuitry to detect ~~an operation~~ manipulation made by a player to the operation mechanism;

~~[[a]]~~ character switching ~~mechanism for switching~~ programmed logic circuitry to select a particular game character that is to be controlled by the operation mechanism and to switch an operable character the operation mechanism between being operable to control said first character and being operable to control said second character when a first predetermined game condition is satisfied;

~~[[a]]~~ first character operation ~~controlling mechanism for controlling~~ programmed logic circuitry to control the first character in accordance with ~~the operation~~ manipulation made to the

operation mechanism, when the character switching ~~mechanism~~ programmed logic circuitry selects the first character as the particular game character to be ~~the operable character~~ controlled by the operation mechanism;

[[a]] first game screen output ~~mechanism for outputting~~ programmed logic circuitry to output to a display a first game screen ~~representing~~ presenting a game space view encompassing a broad extent of the game space containing the first character and ~~the second character~~ at least one or more other game characters, based on the map data ~~in the at least one map storage location~~ and the character data ~~in the at least one character storage location~~, when the first ~~character~~ operation ~~controlling~~ mechanism controls the first character;

[[a]] second character operation ~~controlling mechanism for controlling~~ programmed logic circuitry to control the second character in accordance with ~~the operation~~ manipulation made to the operation mechanism, when the character switching ~~mechanism~~ programmed logic circuitry selects the second character as the particular game character to be ~~the operable character~~ controlled by the operation mechanism; and

[[a]] second game screen output ~~mechanism for outputting~~ programmed logic circuitry to output to a display a second game screen ~~representing~~ presenting a game space view encompassing a narrow extent of the game space ~~containing~~ surrounding the second character, based on the map data ~~in the at least one map storage location~~ and the character data ~~in the at least one character storage location~~, when the ~~second character operation controlling~~ operation mechanism controls the second character, wherein different extents of viewable game space are displayed depending on whether the first character or the second character is selected by the character switching programmed logic circuitry to be controlled by the operation mechanism.

2. (Currently Amended) The game apparatus according to claim 1, wherein,
the operation mechanism comprises:
a first operation mechanism to be used by a first player; and
a second operation mechanism distinct from the first operation mechanism to be used by
a second player distinct from the first player[.,,]; and wherein
the display comprises:
a first display for displaying a personal screen to be viewed by only one player; and
a second display for displaying a common screen to be viewed by all participating
players[.,,]; and wherein
the character switching ~~mechanism~~ programmed logic circuitry switches ~~the operable a~~
game character [[for]] controlled by the first player and the ~~operable~~ game character [[for]]
controlled by the second player when the predetermined condition is satisfied,
the first game screen output ~~mechanism~~ programmed logic circuitry outputs the first
game screen to the first display, and
the second game screen output ~~mechanism~~ programmed logic circuitry outputs the
second game screen to the second display.

3. (Currently Amended) The game apparatus according to claim 2, wherein the first
operation mechanism comprises a hand-held type game apparatus including the first display and
at least one [[a]] manipulable element with which to ~~operate~~ control the first character.

4. (Currently Amended) The game apparatus according to claim 3, further comprising a
plurality of second operation mechanisms to be operated by a plurality of second players,

wherein the second game screen output ~~mechanism~~ programmed logic circuitry outputs to the second display a plurality of second game screens for [[the]] respective second characters ~~operable with~~ controllable using the plurality of second operation mechanisms, the plurality of second game screens depicting different respective game space views that do not overlapping overlap one another.

5. (Currently Amended) The game apparatus according to claim 1, further comprising [[a]] residual image ~~displaying control mechanism for displaying~~ display control programmed logic circuitry to display, after the first character has passed through [[the]] a game space depicted in a second game screen, a residual artifact image along a trajectory of the first character for a predetermined period of time.

6. (Currently Amended) The game apparatus according to claim 1, further comprising: [[a]] display region changing ~~mechanism for changing~~ programmed logic circuitry to change, for a predetermined period of time after a ~~certain~~ second predetermined game condition is satisfied, the second game screen so as to ~~represent~~ present a game space view encompassing a broader extent of the game space ~~encompassing the relatively~~ than that provided in said narrow extent view surrounding ~~containing~~ the second character.

7. (Currently Amended) The game apparatus according to claim 2, further comprising: score storage memory locations including a first score storage area and a second score storage area;

[[a]] table generation/update ~~mechanism for generating~~ programmed logic circuitry to generate table data ~~for making~~ representing associations between the first score storage area, the first player, and the operable character for the first player, and ~~making~~ table data representing associations between the second score storage area, the second player, and the operable character for the second player, and ~~for updating the~~ to update the table data associations when the character switching ~~mechanism~~ programmed logic circuitry switches the operable characters;

[[a]] score adding ~~mechanism for~~ programmed logic circuitry to cumulatively ~~adding~~ add points each time the first character scores points; and

[[a]] score writing ~~mechanism for writing the~~ programmed logic circuitry to write points added by the score adding ~~mechanism~~ programmed logic circuitry to the first score storage area, by referring to the table data, when the first player is associated with the first character, and ~~writing the~~ to write points added by the score adding mechanism to the second score storage area when the second player is associated with the first character.

8. (Currently Amended) The game apparatus according to claim 2, wherein the second game screen output ~~mechanism~~ programmed logic circuitry outputs a screen for displaying only a relative position of the second character ~~[[in]]~~ within the entire game space to the second display, the screen being displayed together with the second game screen.

9. (Currently Amended) A recording medium having recorded thereon a game program ~~to be executed~~ executable by a computer in a game apparatus having ~~connected~~ electronically coupled thereto one or more operation mechanisms with which a player ~~operates a~~ manipulates to control a particular game character, the game program causing the game apparatus to output to

a display a game screen ~~containing~~ depicting one or more game characters which are ~~operable~~ with controlled by one or more players using the operation mechanisms, and causing the computer to function as:

at least one map storage location for storing map data ~~based on which~~ used to display a game space;

at least one character storage location for storing game character data of at least a first character and a second character ~~which are operable by players~~ different from the first character, said first and second character being separately controllable using the operation mechanisms;

[[an]] operation ~~detecting mechanism for detecting~~ detection programmed logic circuitry to detect an operation manipulation made by a player to [[the]] an operation mechanism;

[[a]] character switching ~~mechanism for switching~~ programmed logic circuitry to select a particular game character that is to be controlled by the operation mechanism and to switch an operable character by the operation mechanism between being operable to control said first character and being operable to control said second character when a first predetermined condition is satisfied;

[[a]] first character operation ~~controlling mechanism for controlling~~ programmed logic circuitry to output the first character in accordance with an operation manipulation made to the operation mechanism, when the character switching programmed logic circuitry selects the first character as the particular game character to be the operable character;

[[a]] first game screen output ~~mechanism for outputting~~ programmed logic circuitry to output to a display a first game screen representing presenting a game space view encompassing a broad extent of the game space containing the first character and the second character at least one or more other game characters, based on the map data in the at least one map storage

location and the character data in the at least one character storage location, when the first ~~character~~ operation ~~controlling~~ mechanism controls the first character;

[[a]] second character operation ~~controlling mechanism for controlling~~ programmed logic circuitry to control the second character in accordance with an ~~operation~~ manipulation made to the operation mechanism, when the character switching programmed logic circuitry selects the second character as the particular game character to be ~~the operable character~~ controlled by the operation mechanism; and

[[a]] second game screen output ~~mechanism for outputting~~ programmed logic circuitry to output to a display a second game screen ~~representing~~ presenting a game space view encompassing a narrow extent of the game space ~~containing~~ surrounding the second character, based on the map data and the character data in the map storage and the data in the character storage, when the ~~second character operation controlling~~ operation mechanism controls the second character, wherein different extents of viewable game space are displayed depending on whether the first character or the second character is selected by the character switching programmed logic circuitry to be controlled by the operation mechanism.

10. (Currently Amended) The recording medium according to claim 9, wherein[[, the]] an operation mechanism coupled to said game apparatus comprises:

a first operation mechanism to be used by a first player; and

a second operation mechanism distinct from the first operation mechanism to be used by a second player distinct from the first player[[,]]; and wherein the display comprises:

a first display for displaying a personal screen to be viewed by only one player; and

a second display for displaying a common screen to be viewed by all participating players[[,]]; and wherein the game program causes the computer to function so that:

the character switching ~~mechanism~~ programmed logic circuitry switches the operable character [[for]] controlled by the first player and the ~~operable game~~ character [[for]] controlled by the second player when the predetermined condition is satisfied;

the first game screen output ~~mechanism~~ programmed logic circuitry outputs the first game screen to the first display; and

the second game screen output ~~mechanism~~ programmed logic circuitry outputs the second game screen to the second display.

11. (Currently Amended) The recording medium according to claim 10,

wherein[[,]] the first operation mechanism comprises a hand-held type game apparatus including the first display and [[a]] at least one manipulable element with which to ~~operate~~ control the first character, and

the game program causes the computer to function so that the first game screen output mechanism outputs the first game screen to the first display of the hand-held type game apparatus.

12. (Currently Amended) The recording medium according to claim 11, wherein the game apparatus further comprises a plurality of second operation mechanisms to be operated by a plurality of second players, and

wherein the game program causes the computer to function so that the second game screen output ~~mechanism~~ programmed logic circuitry outputs to the second display a plurality of

second game screens for [[the]] respective second characters ~~operable with~~ controllable using the plurality of second operation mechanisms, the plurality of second game screens depicting different respective game space views that do not overlapping overlap one another.

13. (Currently Amended) The recording medium according to claim 9, wherein the game program causes the computer to further function as [[a]] residual image ~~displaying control mechanism for displaying~~ display control programmed logic circuitry which, after the first character has passed through [[the]] a game space depicted in a second game screen, displays a residual artifact image along a trajectory of the first character for a predetermined period of time.

14. (Currently Amended) The recording medium according to claim 9, wherein the game program causes the computer to further function as [[a]] display region changing ~~mechanism for changing~~ programmed logic circuitry which, for a predetermined period of time after a ~~certain~~ second predetermined game condition is satisfied, changes the second game screen so as to present a game space view encompassing ~~represent~~ a broader extent of the game space ~~encompassing the~~ than that provided in said narrow extent ~~containing~~ surrounding the second character.

15. (Currently Amended) The recording medium according to claim 10, wherein the game program causes the computer to further function as:

score storage locations including a first score storage area and a second score storage area;

[[a]] table generation/update ~~mechanism for generating~~ programmed logic circuitry to generate table data ~~for making~~ representing associations between the first score storage area, the first player, and the operable character for the first player, and ~~for making~~ table data representing associations between the second score storage area, the second player, and the operable character for the second player, and ~~for updating the~~ to update the table data associations when the character switching ~~mechanism~~ programmed logic circuitry switches the operable characters;

[[a]] score adding ~~mechanism~~ programmed logic circuitry to cumulatively adding add points each time the first character scores points; and

[[a]] score writing ~~mechanism for writing the~~ programmed logic circuitry to write points added by the score adding ~~mechanism~~ programmed logic circuitry to the first score storage area when the first player is associated with the first character, and ~~writing the~~ to write points added by the score adding mechanism to the second score storage area when the second player is associated with the first character, by referring to the table data.

16. (Currently Amended) The recording medium according to claim 10, wherein the game program causes the computer to function so that the second game screen output ~~mechanism~~ programmed logic circuitry outputs a screen for displaying only a relative position of the second character ~~[[in]]~~ within the entire game space to the second display, the screen being displayed together with the second game screen.

17. (Currently Amended) A game system for playing a network game comprising a plurality of terminal devices coupled to a network, each terminal device including:

an operation mechanism with which a player operates a character;

at least one map storage memory location for storing map data ~~based on which~~ used to display a game space;

at least one character storage memory location for storing game character data of at least a first character and a second character different from the first character, said first and second character being separately controllable using the operation mechanism ~~which are operable by~~ players;

[[an]] operation ~~detecting mechanism for detecting~~ detection programmed logic circuitry to detect ~~an operation~~ manipulation made by a player to the operation mechanism;

[[a]] character switching ~~mechanism for switching~~ programmed logic circuitry to select a particular game character that is to be controlled by the operation mechanism and to switch an operable character by the operation mechanism between being operable to control said first character and being operable to control said second character when a first predetermined game condition is satisfied;

[[a]] first character operation ~~controlling mechanism for controlling~~ programmed logic circuitry to control the first character in accordance with ~~the operation~~ manipulation made to the operation mechanism, when the character switching ~~mechanism~~ programmed logic circuitry selects the first character as the particular game character to be ~~the operable character~~ controlled by the operation mechanism;

[[a]] first game screen output ~~mechanism for outputting~~ programmed logic circuitry to output to a display a first game screen ~~representing~~ presenting a game space view encompassing a broad extent of the game space containing the first character and ~~the second character~~ at least one or more other game character, based on the map data the character data ~~in the map storage~~

~~and the data in the character storage~~, when the ~~first character~~ operation ~~controlling~~ mechanism controls the first character;

[[a]] second character operation ~~controlling mechanism for controlling~~ programmed logic circuitry to control the second character in accordance with ~~the operation~~ manipulation made to the operation mechanism, when the character switching ~~mechanism~~ programmed logic circuitry selects the second character as the particular game character to be ~~the operable character~~ controlled by the operation mechanism; and

[[a]] second game screen output ~~mechanism for outputting~~ programmed logic circuitry to output to a display a second game screen ~~representing~~ presenting a game space view encompassing a narrow extent of the game space ~~containing~~ surrounding the second character, based on the map data ~~in the map storage~~ and the character data ~~in the character storage~~, when the ~~second character~~ operation ~~controlling~~ mechanism controls the second character wherein different extents of viewable game space are displayed depending on whether the first character or the second character is selected by the character switching programmed logic circuitry to be controlled by the operation mechanism.

Claims 18-24 are canceled without prejudice or disclaimer.